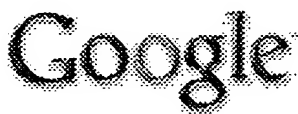


Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	32	positional with (command language) and virtual near4 object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:36
L2	569	715/771,767,764,761,769,799;345/427, 419,418,619,679,630.ccls. and virtual near3 object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:37
L3	1	(1 2) and (commnd language) with (position\$4 placement) same (docking location)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:39
L4	73	(1 2) and virtual near environment same virtual near4 object and coordinate	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:40
L5	14	(1 2) and virtual near environment same virtual near4 object and (local internal) with coordinate	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:40
L6	9	5 and position\$4 with ((natural near language) command)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:41
L7	0	5 and position\$4 with ((natural near language) command) same (internal local) with coordinat\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:42
L8	1	position\$4 with ((natural near language) command) same (internal local) with coordinat\$4 same support\$4 same (action select\$5 reposition\$4 alignment align)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:46
L9	13	position\$4 with virtual near object same ((natural near language) command) same environment	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:47
L10	0	9 and (internal local) with coordinat\$4 same support\$4 same (action select\$5 reposition\$4 alignment align)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/11/18 15:47

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L12	1	(( (internal local) near6 coordinat\$4 and natural near language and (action select\$5 reposition\$4 alignment align) ) .clm	US-PGPUB	OR	ON	2005/11/18 15:50
L13	0	(( (internal local) near6 coordinat\$4 and (natural near language with positioning with (language command) ) and (action select\$5 reposition\$4 alignment align) ) .clm.	US-PGPUB	OR	ON	2005/11/18 15:50



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He/she communicates through **natural language**, understanding simple commands. ...

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... the other hand it can also be **natural language** text interface. ...

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### Visual Property Editing Tools for Web based Virtual Reality

Typically, a **virtual environment** (VE) provides the means for 3D ... These properties  
are usually a collection of **coordinates**, **positioning** data and other ...

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object' **command**; it is also used as a reset **position** for hand gestures; ...

**Natural Language** Understanding, California: The Benjamin/Cummings Publ. Co. ...

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same **language**. In a Networked Collaborative **Virtual Environment** worse ... (the  
reach **position**) **coordinate** frame, using a set of joints which control the end ...

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geographically distant users to interact in a shared **virtual environment**, ...

He/she communicates through **natural language**, understanding simple commands. ...

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determine one's **position** in the **virtual environment** require exploration as a  
means to acquire ... The **natural language** interaction between the navigation ...

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### Amit's List of Spatial Reasoning Resources (1998)

... spatial prepositions in the context of **natural language** understanding, ...

Check out the **position** statements of Tony Davis of CYC Also see their Naive ...

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### Eye Tracking in Advanced Interface Design

... styles—batch, **command** line, menu, full-screen, **natural language**, ... The plot  
shows one **coordinate** of eye **position** vs. time, over a somewhat ...

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embedding the agents in a **virtual environment**. **Natural language** is unlike a formal ... **coordinates** of its owner's viewpoint **position**. ...

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through **natural language** dialogue. The environment has been built using VRML (Virtual Reality ... is the current viewpoint from the **position (coordinates)** ... [wwwhome.cs.utwente.nl/~anijholt/artikelen/wollong2000.pdf](http://wwwhome.cs.utwente.nl/~anijholt/artikelen/wollong2000.pdf) - [Similar pages](#)

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For every fruit the **position** in the global Cartesian. **coordinate** system is known. ... recting the virtual agents is the use of **natural language** instructions ...

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**Natural language** processing techniques can also be used to develop more ... is derived at runtime by compositing the 2D **coordinate** with the 3D **position** and ...

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**coordinates**", which uses the artifacts the user is aware of to determine the **position** and orientation of that user in other. subjective views. ...

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[The Electronic Journal on Virtual Culture](#)

... of programmes which may be changed by **natural language** instructions, ... We will need one common time schedule to **coordinate** interaction between our ...

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igate in the **virtual environment**, can find entities in a ... **Natural. language**. Multimodal. integration. QuickSet. interface. Other. facilitators ...

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Perhaps not surprisingly, instructions for people are given in **natural language** augmented with graphical diagrams and occasionally, animations. ...

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The **Virtual Environment Model**:. maintains and **coordinates** the representation ... A voice **command** (such as "Add mass to this book") can trigger in the target ...

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common example of an application of **virtual-environment** ... developed **natural language**, eg, American Sign Language (ASL). [lo] It is important to note that ...

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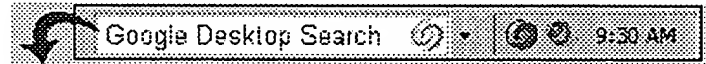
J., "Synergistic Use of Direct Manipulation and Natural Language," CHI'89, pp. ...

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